

## **Driving Arena (Capture the Alien Zombies)**

DESCRIPTION: Using 3 robots per team, participants will work to capture random moving alien zombies (sferos) released inside a circular arena, then move each captured alien to one of 3 holding areas specified for their team. There will be 3 sferos released at the start of play. Each time a sphero is captured and moved to the holding area (Team scoring zone), it will be rereleased into the arena for additional play until time is up.

Teams can modify the CEENBoT to be able to capture the sphero individually or work together to capture and then transport the sphero to one of the scoring zones. The modified CEENBoT must fit within a specified footprint.

### **Rules**

1. Participants will have (4?) minutes to capture as many aliens as possible.
2. A team will receive 1 point for each alien zombie that is brought back to the Team scoring zone.
3. The point will be awarded to the team assigned to that scoring zone. Team scoring zones will be identified by color (Red vs Blue).
4. Once secured in a scoring zone, sferos will be re-released into the arena by game officials.
5. Defensive play is allowed, but cannot include intentional direct contact with the other team's robots. If this occurs, a penalty of one point will be incurred.
6. Defensive play is not allowed in the yellow Safe Zones. Only robots in a position to score are allowed in the Safe Zone. A penalty of one point will result if this rule is violated.
7. In case of a tie - the first team to score in the match will be awarded a bonus point and will win the match.
8. In case of a 0-0 tie, at the 3-minute mark, a warning will be given and the first team to capture and hold an alien (without transporting it to the scoring zone) will be awarded a half a point. If a team successfully secures an alien in their Team scoring zone at any time after this, they will be awarded a full point. Highest point value wins.

**Field Conditions (see next page):**

